



YUGGOTH

CTHULHU
WARS

— A SANDY PETERSEN GAME —



WATCHER OF THE GREEN PYRAMID

YUGGOTH

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I. Components

Rulebook
Double-sided two-piece map
28 Brain Cylinder tokens (4 in each of the 7 Faction colors)
Watcher token (double-sided, with Asleep and Awake sides)
Laboratory token
Slime Mold tokens
Plastic Faction Figures (7)

YUGGOTH

6 Slime Molds (light grey)

Watcher of the Green Pyramid (dark grey)

TOTAL FIGURES: 7



II. Map Basics

The Yuggoth map represents the (former) planet of Pluto, where alien horrors have established a base. It contains some special Areas - the Laboratory, Slime Sea Overlook, and the Green Pyramid in particular (the latter comprises multiple Areas - the Pyramid Slopes and the Watcher Postern).

Ocean Area names all end in the word "Sea". Hence, the Nitrogen Sea, Polar Sea, etc. are Ocean Areas for every game purpose.

Note: the Slime Sea Overlook is a Land Area, despite the word sea appearing in the name.

III. Setup

Each hemisphere has a three-player and a five-player side. As always in Cthulhu Wars, the three-player side has fewer Areas than the five-player side. To run a three-player game, place both hemispheres on the three-player side. To run a five-player game, place both hemispheres on the 5-player side. For a four-player game, place one on the five-player side, and the other on the three-player side. As always, there are two different configurations for the four-player game.

Place the Watcher Token at twelve on the Doom track, with the dark (asleep) side up. For most players setup is normal - they set up on their Glyphs, with a Gate and six Cultists. However, the Opener of the Way Faction may NOT set up on any Area marked with the Yellow Sign's Chevron glyph (comprising the Laboratory, Slime Sea Overlook, and all of the Green Pyramid Areas). He may set up in any other unoccupied Area.



IV. New Turn Structure

1. Gather Power Phase
2. Determine First Player Phase
3. Doom phase
 - A. All players earn Doom points based on Gates
 - B. In turn, each player chooses whether to perform a Ritual of Annihilation
 - C. Special Event step: Watcher Awakening/Decay
4. Action phase
 - A. If the Watcher is awake, each player in turn moves it and makes an attack.
 - B. Players begin actions

Note: as with the normal map, you still skip the Doom phase the first time cycling through the Phases

V. The Laboratory

A player that controls a Gate in the Laboratory Area can perform the Surgery Action.

Surgery (Action: Cost one) If you control the Laboratory Gate, remove up to four of your Cultists from any Area(s) on the map and replace them with an equal number of Brain Cylinder tokens in your Faction's Color.

Brain Cylinders are a new type of Cultist. They cannot use the Move Action, but may perform any other game Action, in addition to all Cultist functions - i.e., they earn Power during Gather Power, control Gates, Build Gates, and permit the Recruitment of Cultists in their Area.



Brain Cylinders have zero Combat, and their Cost is considered to be zero for all game purposes. To Move a Brain Cylinder, a friendly unit must Move with them. Brain Cylinders accompany the friendly unit for no cost. A single unit can carry multiple Cylinders.

Example: Rich moves a Ghoul into a neighboring Area. He takes two Cylinders with him for a total cost of one Power. Later in the turn, the Ghoul is sent to a far-off Area using Necrophagy. He must abandon the Cylinders to do so, since this is not a Move Action.

Brain Cylinders are immune to Pain and retreat results in combat. Because of this, they tend to be left behind in Areas as their owners are driven away in Battle. They are also immune to Pain-like retreats, such as Windwalker's Howl or Pains inflicted by Opener's Dread Curse.

Important: In addition, Brain Cylinders by themselves do NOT prevent a unit from retreating into their Area

Capturing a Brain Cylinder is like capturing any other Cultist and follows the same rules. However, when a Cylinder is Captured, you may choose instead to "Convert" it into a Cylinder of your own Faction Color, leaving it on the map. Four Cylinders is a hard limit for each Faction, so if you already have four Brain Cylinders in play, and Capture a fifth, it cannot be Converted, but must be placed on your Faction card for sacrifice in next Gather Power.

Note: a special bonus Laboratory token is included in this Expansion. This is not for the Yuggoth Map itself (as there is already a Laboratory glyph on the Yuggoth Map). This is for players to experiment with in their own house rules, permitting them to access the the Laboratory area, the Surgery Action, and Brain Cylinders on other Cthulhu Wars maps! We suggest a hard rule that no player may have a Start Area in the Laboratory's location. (Including Opener of the Way).

Alternately, you may play a variant in which Yuggoth has two Areas in which you can perform the Surgery Action! If you use the token on Yuggoth, we suggest not putting it on the Slime Sea Overlook nor anywhere on the Green Pyramid.

This token is purely for player experimentation and Petersen Games (Green Eye Games) has not extensively tested these variants to ensure game balance!

Brain Cylinders may not be Recruited, nor may they be placed on the map due to special abilities (such as Yellow Sign's Desecrate or Windwalker's Cannibalism).



Slimes may not use the Move Action to enter the Slime Sea Overlook.

VI. The Slime Sea Overlook

The Faction that controls the Gate on the Slime Sea Overlook is allowed to perform the new Call Slime Mold action.

Call Slime Mold (Action: Cost zero or one)

If you control the Gate on the Slime Sea Overlook, place a Slime Mold in any Slime Sea Area. If no Slimes are in play, this costs zero. If at least one Slime is in play, pay one.

Slime Mold (Monster)

Cost: one (or zero, if none are currently in play)

Combat: two

Slime Molds are controlled by the Faction which Controls a Gate in the Slime Sea Overlook. If this Gate changes hands, all Slime Molds in play change allegiance. If the Gate is Abandoned, the Slime Molds become neutral. It is possible to declare Battle against neutral Slime Molds without affecting any other Faction. The Slime Molds do fight back - roll dice for them and mark losses normally. If a neutral Slime Mold is Pained and Madness is not in effect, their attacker chooses where they retreat, following normal retreat rules.



You may only use the Call Slime Mold Action if you Control a Gate in The Slime Sea Overlook.

When Slime Molds are under a player's control, they act as any other monster.

Important – Although Slimes may not use the Move Action to enter the Slime Sea Overlook, they are free to Move to other Areas.

Two special bonus Slime Tokens are included in this Expansion. These cannot be used on the Yuggoth Map, or it would lead to confusion. Place each one in a separate Area on another map expansion (or on the earth map). The “No Slimes Allowed” Area is where you can perform the Call Slime Mold Action if you control a Gate there. The other Area is where the Slimes must appear when Called. All the same rules for Slimes apply. These tokens are purely for player experimentation and Petersen Games (Green Eye Games) has not extensively tested this variant to ensure game balance!

VII. The Green Pyramid

The Slopes of the Pyramid and Watcher Postern

The Green Pyramid consists of two or four Areas, depending on the side of the Map you are using. All are specially marked. One mark in each Area is the die roll result on which the Watcher appears. The other mark is a symbol showing that controlled Gates on the Pyramid earn 1 additional Power during Gather Power.

Controlled Gates on any Green Pyramid Area (including the Watcher Postern) produce three Power each Gather Power phase instead of two. (Abandoned Gates still only produce one.)

The Watcher

The Watcher of the Green Pyramid is a hideous abnormality, a monstrous fellow to the Great Old Ones. It dwells in the abysses beneath the Green Pyramid. Activity on Yuggoth periodically brings forth the Watcher, to ravage and destroy.



Special Event Step - The Watcher Awakens

During the Special Event step of the Doom phase, if there is any Controlled Gate on any Green Pyramid Area, roll one die. If the result equals the number printed on an Area with a Controlled Gate, the Watcher Awakens. Flip the Watcher token to the lit-up (Awakened) side, and place the figure on the Watcher Postern (regardless of which number was rolled).

Also, if any player's Doom marker passes over the dark Watcher Token, flip it to the lighted (awake) side. Thus, when a player first reaches or exceeds twelve Doom, the Watcher Awakens, if it is not already Awake. If a player's Doom reaches twelve during an Action Phase (due to turning in Elder Signs, for example), the Watcher won't Awaken until the following Doom Phase.

*Example: Controlled Gates are only on the Malachite Slope and the Watcher Postern during the Watcher step.
When the die for the Watcher is rolled, a roll of one or three will awaken him.*

Special Event Step - The Watcher Decays

If the Watcher is already awake before the Doom Phase begins, roll one die, and decrease the Watcher Token's position by that many spaces. Example - if the Watcher token is on twelve, and a five is rolled, drop it to seven. The Watcher will then only roll seven dice when it begins its round of Actions for this turn. In this way, the Watcher gradually dwindles and eventually vanishes, even if no players inflict Kills on it.

Remember: Never Decay the Watcher on the Doom Phase in which he Awakens.

Action Phase - The Watcher's Attacks

The Watcher takes a round of Attacks at the very beginning of the Action Phase, before the Starting Player's first Action.

On the Watcher's First Attack, the Starting Player controls it. Then the next player in line, and so forth until all players have had a chance to control it once, or the Watcher has been destroyed. Thus, it makes one Attack per player.

Controlling the Watcher

On each Watcher Attack, the controlling player **MUST** move the Watcher into an adjacent Area of his choice that contains Units controlled by any Faction. If no adjacent Area contains controlled Units, the player may teleport the Watcher to any Map Area that contains such Units. The Watcher may never remain in the same Area. For example, when the Watcher first Awakes on the Watcher Postern, he never initially attacks units in that Area, though he might return there on his second or subsequent Attack.

Immediately after moving, the Watcher initiates a Battle with Combat dice equal to the Watcher Token's position (initially, twelve). He attacks **EACH** faction in the Area separately and independently, in the order chosen by the controller. Example: if two factions, including the player's units, are in the Area, he can choose to have himself attacked second, hoping the Watcher will have lost strength by the time it gets to him. If the Slime Molds are neutral, he does not attack them.

The defending Faction rolls normal Combat dice against him. Each Kill drops the Watcher Token down one point on the Doom track. The Watcher is immune to Pain.

No Battle Abilities can directly affect the Watcher. However, you can still use Battle Abilities that affect your own Units (for example, a Shoggoth can Absorb, and Hunting Horrors could join via Seek and Destroy, but a Nightgaunt could not use Abduct).

Once the first Attack is complete, the second player in line takes control of the Watcher for the next Attack (which again, includes both a move and a Battle). This continues until all players have controlled the Watcher once. If the Watcher is still alive at the end of its Attacks, it goes dormant for the rest of the Action round. It can still be attacked by players, however, and it fights back, rolling its dice.

When the Watcher's token drops to zero on the Doom track (even if it reaches zero due to the Decay Special Event step of the Doom Phase), he is removed from the board, and the Watcher Token is flipped back to the dark, sleeping side. It is then placed back at the twelve on the Doom track.





Extended Watcher Example:

A) In a four-player game, Rich foolishly built a Gate on the one and two Area of the Green Pyramid, and in the following Doom phase a two was rolled. The Watcher appears on the Watcher Postern. Rich is Starting Player, but he is also the only player with Units on the Green Pyramid, so he is forced to move the Watcher into his own Area, where he has a cultist, a Deep One, and Great Cthulhu. The Watcher now rolls twelve Combat dice. Rich rolls seven Combat dice (Cthulhu's Devour ability is useless, for the Watcher is a Great Old One). Cthulhu gets one Kill, lowering the Watcher to eleven (the Watcher ignores the Pains). The Watcher got two Kills and at least one Pain, so the Cultist and Deep One are Killed, and Cthulhu is Pained into an adjacent Area (The Twin Desolations) where the Frank has his Yellow Sign Units.



B) Now Angela (next player in turn order) moves the Watcher to the Area (The Twin Desolations) whence Cthulhu was Pained, which also contains Frank's Yellow Sign Units. Angela, having a beef with Rich, decides that The Watcher will attack Cthulhu first. So, the Watcher rolls eleven dice versus Cthulhu. Cthulhu gets two Kills, and the Watcher's Combat drops to nine. Cthulhu, sadly, is Killed.

C) Before the Watcher can be controlled by the next player, it has to attack all the Factions in the Area it is in. So now it attacks Frank's Yellow Sign Units. He has Hastur, the King in Yellow, three Undead, a Byakhee, and two Cultists, who roll a total of eleven dice (the Ritual track is at seven). The Watcher rolls nine dice. Frank gets two Kills dropping the Watcher token to seven. The Watcher gets a whopping five Kills and three Pains. Frank lets his three Undead and two Cultists be Killed (and he gains two Power, since he has the Passion Spellbook). Hastur, the King in Yellow and his Byakhee are Pained to the Methane Sea.



D) Frank is the next player in line. However, the only Area with Units that is adjacent to the Watcher is the Methane Sea where he just Pained his own Yellow Sign Units. Sadly, he now must move the Watcher there and attack. It now rolls seven dice and gets one Kill and two Pains. Frank opts to lose his Byakhee and Pain his Units right back to the Twin Desolations. At least he rolled two Kills with his Units dropping the Watcher to five.





VIII. Frequently Asked Questions

Q. Since Yog-Sothoth is a Gate, can he access the abilities of the Slime Sea Overlook, Laboratory, and the Green Pyramid without Controlling a normal Gate there?

A. He can control the Slime Sea Overlook if there is not already a controlled gate present (the controlled Gate takes precedence if both are present). He can use the Surgery ability without controlling a Gate in the Laboratory if he is present. He gets plus one Power when he is at the Green Pyramid; his presence may awaken the Watcher even if there is not a controlled Gate in his location.

Q. Can I assign Pains to Brain Cylinders, then ignore them because they are immune?

A. You cannot assign Pain results to Brain Cylinders.

Q. I have two units in an Area, one of which is a Brain Cylinder. In Battle, the enemy rolls one Kill and one Pain. What are my options?

A. Kills are always assigned first. If you assign the Kill to the Cylinder, it dies, and the other unit is Pained. If you assign the Kill to the other unit, then the Pain is ignored.

Q. Can Windwalker's Howl retreat a Brain Cylinder?

A. No. Brain Cylinders turn off their sensors, so they don't hear the Howl.

Q. Does Black Goat's Frenzy affect Brain Cylinders?

A. Yes. This represents them casting spells, planning strategy, or cheering others on.

Q. If Black Goat controls the Slime Sea Overlook, does Call Slime Mold work in conjunction with her Fertility Cult ability?

A. Yes. Despite the fact that Call Slime Mold is not technically the same Action as Summon Monster, Fertility Cult works with it.

Example: Black Goat could bring forth two Slime Molds, a Ghoul and two Dark Young all at once. Also remember, the first Slime Mold placed on the map Costs zero, so if none are on the map, Black Goat could Call all six Slime Molds at once for only five Power. Note that the Slime Molds must still appear in the Slime Sea, even when Fertility Cult is used in their creation.

Q. How does Yellow Sign's Passion Spellbook apply to Brain Cylinders?

A. When a Brain Cylinder is either directly Captured or Converted to an Enemy Brain Cylinder, Yellow Sign gains 1 Power if Passion is in play (his Cultist has been lost!). Of course, Yellow Sign does not gain 1 Power when removing his own Acolyte in order to replace it with a Brain Cylinder.

Q. How does Ghatanothoa's Mummify ability affect Brain Cylinders?

A. Brain Cylinders are immune to Mummify. They are only brains, which are not affected by the mummification process according to Lovecraft. Also, as a die-cut token, they physically can't be laid on their side. Last, Mummify specifies Acolyte Cultist.

Q. If a Battle takes place on the Slime Sea Overlook, and the Gate's Controller is Pained or Killed, can his opponent retreat into an adjacent Area containing only Slimes?

A. Yes, because the Slimes are now neutral.

Q. Can a Slime be involuntarily placed on the Slime Sea Overlook? For instance, can it be sent there via Shub-Niggurath's Avatar, or Cthulhu's Submerge?

A. Yes. They can be brought to the Overlook via a non-Move Action. They can even be Pained there after a Battle. The only restriction is on Move Actions. Therefore, they may not be placed there due to an ability such as Arctic Winds, which modifies (rather than replaces) the Move Action.

Q. What happens if the Watcher is Awake when a player first reaches twelve or more Doom points?

A. Nothing. When the Watcher is later eliminated, it returns to Sleep, and will not Awaken until the appropriate number is rolled based on Green Pyramid Gates. Or if another player's Doom points pass from below twelve to twelve or higher. If all players achieve twelve or more Doom points while the Watcher is yet Awake, it will never thereafter Awaken due to anyone's Doom points. (It may still re-Awaken due to a die roll based on Gates on the Pyramid.)

Example: Rich has eleven Doom points and Angela has eight. The Watcher Awakens, due to Gates on the Green Pyramid. During the next Doom phase, while the Watcher is still awake, Rich goes from eleven to thirteen Doom points (Angela goes to ten Doom points), and nothing happens. The following Doom phase, the Watcher is again asleep, having been brought to zero during Battle. Rich goes from thirteen to fifteen Doom points, and then Angela goes from ten to twelve. The Watcher Awakens again, regardless of any die roll for Green Pyramid Gates. If Angela had reached a total of twelve or more Doom points before the Watcher fell asleep, she would not have Awakened it.

Q. What is the Watcher's Awakening Cost, Power, and Doom points considered to be, with reference to Nyarlathotep, Sleeper and Ithaqua?

A. His Awakening Cost, Power, and Doom points are all zero. Thus, Nyarlathotep cannot earn Power from the Watcher via Harbinger (He may still take Elder Signs). Sleeper and Ithaqua are at their minimum Combat against him. He is immune to Demand Sacrifice.

Q. Does the Watcher increase Yog-Sothoth's Combat by two? Does he count as an enemy Great Old One for Windwalker's Hibernate ability? Does he prevent Opener of the Way from using The Beyond One?

A. Yes to all, but only when it is Awake. He is always considered an enemy Great Old One.

Q. How is the Watcher affected by Elder Things?

A. The Elder Things' Mind Control ability has no effect on the Watcher.

Q. Can Opener of the Way's Dread Curse of Azathoth be used to attack the Watcher or neutral Slimes?

A. No.

Q. Can Shub-Niggurath use her Avatar ability to switch places with a neutral Slime Mold?

A. Yes. Even though Avatar specifically works on Faction units, Slime Molds are identical, so it doesn't matter which one in the given Area is chosen to swap places with Shub-Niggurath.

Q. Can Sleeper use Surgery to transform a Cultist in Cursed Slumber into a Brain Cylinder?

A. Yes. Think of it as him having a really bad dream.

Q. Can Great Cthulhu use Surgery to transform a Cultist which is currently Submerged into a Brain Cylinder?

A. Yes. Cthulhu probably has more abyssal laboratories than surface ones.

Q. Can neutral Slime Molds be captured via Sleeper's Capture Monster?

A. Of course. However, the Watcher will protect them, if present, as if he were their Great Old One. In fact, the Watcher will protect the Slime Molds from Capture Monster even if they are not neutral! He's their special friend.

Q. Can I bring along Brain Cylinders when performing a move-like Action such as Black Goat's Avatar, or Yellow Sign's Screaming Dead?

A. No, because those are not actual Move Actions. You may only bring along Brain Cylinders with an actual Move Action. This does mean, that Ithaqua could bring them along while using Arctic Winds, for example.

Q. Can Shantaks bring along Brain Cylinders in addition to (or instead of) the one Cultist permitted when using the Horror Steed ability?

A. Yes, because when using the Horror Steed ability, you are still performing a Move Action, and in doing so many always bring as many Brain Cylinders as you want.

Q. Can Windwalker's Howl be used on The Watcher of the Green Pyramid?

A. No. Although Howl works on any Unit, rather than the typical specification of a Monster or Cultist, Howl specifically does not work on The Watcher.

Q. How does Windwalker's Howl work against neutral Slime Molds?

A. Just as an Attacker chooses where neutral Slime Molds are Pained, Windwalker would choose to where a Slime Mold is retreated to in this situation.

Credits

Design - Sandy Petersen
Production - Robert Atkins
Art - Richard Luong

Art Direction, Game Layout & Illustration - Rich Fleider
Sculpting - Fenris Games:
Tim Prow - *Slime Mold Figure*
Darren Sparkes - *Watcher of the Green Pyramid Figure*
Projects Director, Technology & Media - Ben Donges
Manufacturing, Fulfillment & Editing - Arthur Petersen
Support & Development - Lincoln Petersen
Samurai Cop - H. Cody Hallet
Rulebook Layout & Photography - Leslie Lee

Play Testing and Development - Frank Bauroth, Kyle Beasley, Jonathan Cohen, David Coon, John Coon,
Peter Dannenberg, Mike Davis, Ben Donges, Angela Fleider, Rich Fleider, Aaron Harvey, Jared Harvey, Joseph Harvey,
Brian Hehmann, Guy Hoyle, Fabian Kuechler, Chris Lemens, Andrew Lucio, Shovaen Patel, Arthur Petersen, Grant Petersen,
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Ben Pope, Brian Pope, Aaron Porter, Rayden Porter, Rylee Porter, Andrew Olson, Kolby Reddish, Stephen Robertson, Eric Saxton, Adam Starks,
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CTHULHU WARS

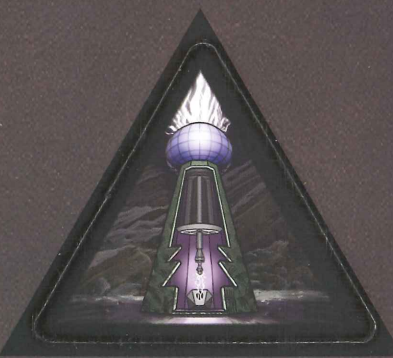
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SLIME MOLD⁽⁶⁾



Control the Gate in the Slime Sea Overlook to obtain this Loyalty Card.

Cost: 0 if there are no Slimes in Play, 1 otherwise.

Combat: 2

Disloyal: (Ongoing)

Slimes obey whoever owns this Loyalty card (and are Neutral otherwise). When a Slime is Called, it appears in one of the Slime Seas. Slimes cannot use a Move Action to go to the Slime Sea Overlook.

NEUTRAL MONSTERS

You may purchase the ability to summon Neutral Monsters during the Doom phase. You may only earn one Monster type per Doom phase; however, there is no total limit to how many Neutral Monster Loyalty Cards you obtain.

When it is your turn to perform a Ritual of Annihilation, simply lower your track by 2 Doom points. You may still perform a Ritual if you wish. When you spend the Doom points, choose a Neutral Monster Loyalty Card from among those available and place it by your Faction Card, adding the figures into your Pool. When you take the card, you usually get a free Monster that can be placed immediately.

Once you earn a Neutral Monster Loyalty Card, you keep it for the rest of the game. From then on, only you may Summon and control its associated Neutral Monsters.